

PATENT

Application No.: 09/597,801
Attorney Docket No.: 00-032A M E N D M E N T S t o t h e C L A I M S

1 – 5. (CANCELED)

6. (CURRENTLY AMENDED) The method of claim 1, A method of changing a value of a gaming token, the method comprising:
associating a first non-zero value with a gaming token;
detecting an event; and
in response to detection of the event, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value.

wherein the detected event is a period of time that a player has played a gaming device.

7. (ORIGINAL) The method of claim 6, wherein the gaming device is a slot machine.

8. (CURRENTLY AMENDED) The method of claim 1, A method of changing a value of a gaming token, the method comprising:
associating a first non-zero value with a gaming token;
detecting an event; and
in response to detection of the event, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value,

wherein the detected event is a number of times that a player has played a gaming device.

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9. (ORIGINAL) The method of claim 8, wherein the gaming device is a slot machine.

10 – 72. (CANCELED)

73. (CURRENTLY AMENDED) The method of claim 1, A method of changing a value of a gaming token, the method comprising:
associating a first non-zero value with a gaming token;
detecting an event; and
in response to detection of the event, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value,

in which the gaming token includes a display device mounted in the gaming token, the display device being switchable between a first display status and a second display status different from the first display status.

74. (PREVIOUSLY PRESENTED) The method of claim 73, in which the display device displays a first color in the first display status and displays a second color, different from the first color, in the second display status.

75. (PREVIOUSLY PRESENTED) The method of claim 73, in which the display device is blank in the first display status and displays an alphanumeric readout in the second display status.

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76. (PREVIOUSLY PRESENTED) The method of claim 73, in which the display device displays a first alphanumeric readout in the first display status and displays a second alphanumeric readout, different from the first alphanumeric readout, in the second display status.

77. (PREVIOUSLY PRESENTED) The method of claim 73, in which the display device includes a light-emitting diode.

78. (PREVIOUSLY PRESENTED) The method of claim 73, in which the display device includes a liquid crystal display.

79. (CURRENTLY AMENDED) The method of claim 1, A method of changing a value of a gaming token, the method comprising:

associating a first non-zero value with a gaming token;

detecting an event; and

in response to detection of the event, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value,

in which the gaming token includes a sound emitting device, mounted in the gaming token, for emitting at least one sound indicative of a status of the gaming token.

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80. (CURRENTLY AMENDED) The method of claim 1, A method of changing a value of a gaming token, the method comprising:
associating a first non-zero value with a gaming token;
detecting an event; and
in response to detection of the event, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value,
wherein the detected event is ~~redeeming~~ cashing in of the gaming token.

81. (CURRENTLY AMENDED) The method of claim 1, further comprising: A method of changing a value of a gaming token, the method comprising:
associating a first non-zero value with a gaming token;
detecting an event; and
in response to detection of the event, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value;
receiving the gaming token at a gaming device;
after said receiving step, reading from the gaming token a token identifier;
determining on the basis of the read token identifier whether a prize has been won; and
displaying a result of the determining step.

82. (PREVIOUSLY PRESENTED) The method of claim 81, in which the gaming device is a slot machine.

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83. (PREVIOUSLY PRESENTED) The method of claim 81, in which reading comprises:

receiving a signal transmitted from the gaming token.

84. (PREVIOUSLY PRESENTED) The method of claim 81, in which reading comprises:

receiving a signal transmitted via wireless communication from the gaming token.

85. (PREVIOUSLY PRESENTED) The method of claim 81, in which reading comprises:

optically scanning the gaming token.

86 – 87. (CANCELED)

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88. (CURRENTLY AMENDED) The method of claim 1, A method of changing a value of a gaming token, the method comprising:
associating a first non-zero value with a gaming token;
detecting an event; and
in response to detection of the event, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value,
in which the gaming token includes a display, and
further comprising:
using the display to display information; and
determining an outcome of a game based on the displayed information.

89. (PREVIOUSLY PRESENTED) The method of claim 88, in which the displayed information is alphanumeric information.

90. (PREVIOUSLY PRESENTED) The method of claim 88, in which the game is bingo.

91. (PREVIOUSLY PRESENTED) The method of claim 88, in which the game is a drawing.

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92. (NEW) A method comprising:
associating a first non-zero value with a gaming token;
detecting an event; and
in response to detection of the event, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value,

wherein the detected event is insertion of the gaming token in a gaming device.

93. (NEW) A method comprising:
associating a first non-zero value with a gaming token;
determining that a player has played at least a predetermined number of plays of a game; and
in response to determining that the player has played at least a predetermined number of plays of the game, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value.

94. (NEW) The method of claim 93, in which determining that the player has played at least a predetermined number of plays comprises:

determining that the player has played at least the predetermined number of plays within a predetermined period of time.

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95. (NEW) A method comprising:
associating a first non-zero value with a gaming token;
determining that a player has played a game for a predetermined period of time; and
in response to determining that the player has played the game for a predetermined period of time, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value.

96. (NEW) A method comprising:
associating a first non-zero value with a gaming token;
determining that a player has achieved a predetermined rank of hand at least two times; and
in response to determining that the player has achieved the predetermined rank of hand at least two times, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value.

97. (NEW) The method of claim 96, in which determining that the player has achieved the predetermined rank of hand at least two times comprises:
determining that the player has achieved the predetermined rank of hand at least two times within a predetermined period of time.

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98. (NEW) A method comprising:
- associating a first non-zero value with a gaming token;
- determining that a gaming token has been taken out of a room by a player;
- and
- in response to determining that the gaming token has been taken out of a room by the player, associating a second non-zero value with the gaming token, the second non-zero value being different from the first non-zero value.